PHILIPS VIDEOPAC -47

The mousing cat

Chat et Souris

8622227147009

112 VARIATIONS

PHILIPS

ENGLISH

Read before you start playing!

The mousing cat

A series of cat-and-mouse games for one or two players

The encircled figures in this text refer to the illustrations you will find on the fold out flap of the front cover

This game is based on the classical cat-and-mouse conflict. A clever little mouse against the often somewhat clumsy cat. This game is no exception.

To start the game, press RESET ⏏
The text "SELECT GAME" will not appear on your screen with this cartridge.

```
PLAYERS
0 1 2 ?
```

The computer wants to know how many players there are.

Press 0 if you want to see how the game goes all by itself. The computer will give a demonstration, going through all the different variations too.

Let us assume you want to play the game alone, against the computer. That makes one player...

For one player press 1

```
GAME
1 - 8 ?
```

One game always consists of 6 encounters.
There are eight different game varieties (see page 5). Let us assume you want to try variety 1 first:

Press 1

```
PLAYER 1
NAME
????????
```

The computer wants to know your name. Use the keys of the computer keyboard, like you would with a typewriter, 8 characters maximum, one for each question mark. If you make an error, you can erase it by pressing the CLEAR key. Remaining question marks can be removed by pressing the SPACE key. Let us assume your name is Charles, then this is what you will see:

```
PLAYER 1
NAME
CHARLES
```

Now press ENTER
and you will see:

```
PLAYER 2
MICRO
```

You will be playing against the computer, which makes him player number two. He calls himself "MICRO" as you see.

Soon after, this message appears on your screen:

```
SKILL
1 - 7 ?
```

All game varieties can be played at seven different levels of skill (see page 6). Level 1 is the easiest one (while seven is the most difficult). Let's start the easy way first:

Press 1

See figure A
Now the actual game starts. It's the first in a series of six encounters.

The players always use the same handset through a series of games, while they alternate as cat and mouse (3x cat, 3x mouse).

1 Name of first player (left handset) starting the series as the cat. You can always see whether you play as the cat or the mouse, since the colour corresponds with the colour in which your name appears.

2 The cat, ready to start his pursuit.

3 Name of player 2, in this case "MICRO", the computer. He starts as the mouse.

4 The mouse.

5 Chunks of cheese, scattered through the room.

6 The cat has a handycap. He has to try and catch the mouse with a rather peculiar kind of mousetrap. He actually has to build a trap around the mouse. For this purpose he has a number of partitions, 40 with this game variety.

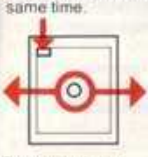
Scoring points
Only the mouse can score points. He does it by eating as much cheese as he can, without getting caught. To make him eat, have him touch a piece of cheese, then press the action button of your handset.

7 The computer keeps track of the score, automatically.

When the mouse has managed to eat all the cheese, he has gathered 1050 points. The game continues with a new supply of cheese, so the. r's no limit to your score.

Catching the mouse
It's up to the cat to keep the mouse from eating that cheese! He can only do this by quickly building a mouse-cage around him, using his 40 partitions.

Playing against the computer it's your turn first to try and catch the mouse. You can set up those partitions by moving the cat and pressing the action button at the same time.



To set up horizontal line for mouse cage

To set up vertical line for mouse cage

See figure B
8 The cat has succeeded in catching the mouse. The trap is closed on all sides!

9 The cat even has 27 partitions left.
When he runs out of partitions, he can collect the ones he has used already by passing over the lines without pressing the action button.

10 The mouse has managed eating enough cheese, before he was caught, to score 306 points.

When the mouse manages to eat a lot of cheese without being interrupted, he will grow tremendously. He'll be so big that the cat doesn't dare touch him. The effect doesn't last very long however and the mouse will shrink back to his normal proportions again.

See figure C
This is how every encounter ends! But don't worry, the mouse will reappear again immediately and then it wil be your turn to try and outwit the cat. **Remember that both cat and mouse appear on the screen in the same colour as your name.**

After a complete series of six encounters, the computer announces the winner, along with his total, winning score.

WINNER
CHARLES 00811

If both players have scored the same number of points, the computer calls it a draw and you will see this:

DRAWN GAME

To start a new series of games
You have several possibilities:

1. **Competition play**
   Press SPACE
   A new series of six games will start along exactly the same lines as the previous series. The names of both players will remain on the screen.

   After announcing the winner of each series of six, the computer will also show who's ahead in the competition:

TOP SCORE
CHARLES 05397

2. **A different game variety with the same number of players**

   Press ENTER
   You may now enter another name for a new player. Select another game variety and a different level of skill. The computer will remember the winning score of the previous series. This way one player can challenge several others.

3. **A complete new series**
   After pressing RESET, the computer will not remember the score from the previous series or competition!

   Press RESET △
   Next follow the same procedure as described before.

For two players: press 2

See figure D
This is a two-player game situation. The names of both players have been keyed in as you see. The colour always corresponds with that of either cat or mouse, so you won't get mixed up.

11 The mouse is doing well and has scored 1679 points so far.

12 The mouse has eaten so much cheese that he has grown. Now the cat can't hurt him. But this will not last long!

Game varieties
This cartridge contains 8 different game varieties. Make your choice when the text "GAME 1-8" appears on your screen by pressing the corresponding number on the keyboard.

- **GAME 1**
7 pieces of cheese, remaining in the same place during the game.

- **GAME 2**
7 pieces of cheese again, but this time they move around during the game.

- **GAME 3**
7 pieces of cheese, but this time they suddenly disappear from time to time to reappear again after a while in the same places.

- **GAME 4**
7 pieces of cheese that keep disappearing to reappear again in the same or in different places. They may also move around, like with GAME number 2.

The next four games provide the mouse with an additional way to escape the cat...

See figure E
13 The squares on your TV screen represent mouse-holes, there are three of them. When the mouse reaches one of those holes and his action button is pressed, he will disappear to pop up again from another mouse-hole. **A word of warning however: ...it may also turn out to be a "dead end"!**

- **GAME 5**
7 pieces of cheese and 3 mouse-holes, both staying in the same place.

- **GAME 6**
7 pieces of cheese and 3 mouse-holes, both moving about at irregular intervals.

- **GAME 7**
7 pieces of cheese and 3 mouse-holes, both disappearing and reappearing again in the same place at irregular intervals.

- **GAME 8**
7 pieces of cheese and 3 mouse-holes, both disappearing and reappearing again at random or moving around a bit.

Skill levels
When your screen shows the text "SKILL 1-7?" you can make your choice from 7 different levels of skills, by pressing the corresponding number on the keyboard.

- **LEVEL 1**
The cat has 40 partitions to build his traps.
Game is played at slow speed.

- **LEVEL 2**
The cat has 36 partitions.
Game is played at slow speed.

- **LEVEL 3**
The cat has 32 partitions.
Game is played at slow speed.

- **LEVEL 4**
The cat has 28 partitions.
Game is played at medium speed.

- **LEVEL 5**
The cat has 24 partitions.
Game is played at medium speed.

- **LEVEL 6**
The cat has 20 partitions.
Game is played at medium speed.

- **LEVEL 7**
The cat has only 16 partitions.
Game is played at high speed.

HAVE FUN! And remember: the player who manages to eat most cheese, is the winner!

Attention
Playing "THE MOUSING CAT" with Philips Videopac N60 or G7200 game computer
The basic rules of the game remain identical to those described above. • Set picture brightness and sound at the desired levels. • Set contrast control at position 2.

Ask your dealer about the other Videopac cartridges that have been issued so far:

1. Race
   Spin-out
   Cryptogram
2. Pairs
   Space rendezvous
   Logic
3. American Football
4. Air-sea war
   Battle
5. Blackjack
6. Tenpin Bowling
   Basketball
7. Mathematician
   Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge
    Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball
    Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game
    Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer
    Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. The Mousing Cat

C7010. Chess module

A. Newscaster

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